

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (Currently Amended) A system comprised of a computer processor configured for executing a computer program stored in computer memory so as to regulate resource consumption in a computer system used for utility work and production work, the system further comprising:

a manager module arrangement for determining and registering at least one utility within the computer system, wherein said registering informs the manager module arrangement of the existence of the at least one utility;

an arrangement for deriving a throttling level for the at least one utility which quantifies the reduction in the rate at which the at least one utility consumes resources; and

an arrangement for optionally inserting the derived throttling level at a selected point during execution of the at least one utility, wherein inserting the derived throttling level is updated dynamically through several iterations of a work loop until said at least one utility has completed its work and then deregisters with the manager module arrangement;

wherein said arrangement for ~~optionally~~ inserting the derived throttling level is implemented within the at least one utility, said at least one utility being configured to dynamically self-throttle and not require an operating system to throttle the at least one utility.

2. (Currently Amended) The system according to **Claim 1**, wherein said manager module arrangement for determining ascertains whether the at least one utility has indicated its presence with the computer system.

3. (Previously Presented) The system according to **Claim 2**, wherein indicating the presence of the at least one utility within the computer system comprises the at least one utility registering with a utility manager.

4. (Canceled)

5. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced through a self-imposed sleep.

6. (Previously Presented) The system according to **Claim 2**, wherein the at least one utility is a multi-process utility and the derived throttling level is enforced by reducing the parallelism of multi-processes.

7. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced by reducing the amount of memory used by the at least one utility.

8. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced by changing the granularity of locking.

9. (Previously Presented) The system according to **Claim 2**, wherein the derived throttling level is enforced by reducing the amount of processing accomplished by the at least one utility.

10. (Canceled)

11. (Currently Amended) The system according to **Claim 2**, wherein the derived throttling level is enforced by reducing ~~the an~~ operating system priority of ~~processes that are executing in~~ the at least one utility.

12. (Currently Amended) A method for regulating resource consumption in a computer system used for utility work and production work, the method comprising the steps of:

determining and registering at least one utility within the computer system, wherein said registering informs a manager module of the existence of the at least one utility;

deriving a throttling level for the at least one utility which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

~~optionally inserting the derived throttling level at a selected point during execution of the at least one utility, wherein inserting the derived throttling level is~~

updated dynamically through ~~several~~ iterations of a work loop until said at least one

utility has completed its work and then deregisters with the manager module;

wherein the derived throttling level is implemented within the at least one utility,
said at least one utility being configured to dynamically self-throttle and not require an
operating system to throttle the at least one utility.

13. (Previously Presented) The method according to **Claim 12**, wherein said
determining step comprises ascertaining whether the at least one utility has indicated its
presence with the computer system.

14. (Previously Presented) The method according to **Claim 13**, wherein
indicating the presence of the at least one utility within the computer system comprises
the at least one utility registering with a utility manager.

15. (Canceled)

16. (Previously Presented) The method according to **Claim 13**, wherein the
derived throttling level is enforced through a self-imposed sleep.

17. (Previously Presented) The method according to **Claim 13**, wherein the at
least one utility is a multi-process utility and the derived throttling level is enforced by
reducing the parallelism of multi-processes.

18. (Previously Presented) The method according to **Claim 13**, wherein the
derived throttling level is enforced by reducing the amount of memory used by the at
least one utility.

19. (Previously Presented) The method according to **Claim 13**, wherein the derived throttling level is enforced by changing the granularity of locking.

20. (Previously Presented) The method according to **Claim 13**, wherein the derived throttling level is enforced by reducing the amount of processing accomplished by the at least one utility.

21. (Canceled)

22. (Currently Amended) The method according to **Claim 13**, wherein the derived throttling level is enforced by lowering ~~the an~~ operating system priority of processes that are executing in the at least one utility.

23. (Currently Amended) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform a method for regulating resource consumption in a computer system used for utility work and production work, the method comprising the steps of:

determining and registering at least one utility within the computer system, wherein said registering informs a manager module of the existence of the at least one utility;

deriving a throttling level for the at least one utility which quantifies the reduction in the rate at which the at least one utility is processed or otherwise consumes resources; and

optionally inserting the derived throttling level at a selected point during execution of the at least one utility, wherein inserting the derived throttling level is updated dynamically through several iterations of a work loop until said at least one utility has completed its work and then deregisters with the manager module;

wherein the derived throttling level is implemented within the at least one utility, said at least one utility being configured to dynamically self-throttle and not require an operating system to throttle the at least one utility.

24. (New) The system according to **Claim 1**, wherein the arrangement for inserting the derived throttling level at a selected point during execution of the at least one utility is configured to insert a throttle point into execution units of the at least one utility.

25. (New) The system according to **Claim 1**, wherein the derived throttling level comprises a sleep fraction, the sleep fraction comprising:

sleep time/action interval;

wherein the action interval is a constant multiple of the work loop of the at least one utility;

wherein the sleep fraction is a value between 0 and 1;

wherein if the sleep fraction is 0, the at least one utility is unthrottled; and

wherein if the sleep fraction is 1, the at least one utility is fully throttled.